

IN THE CLAIMS

Please amend the claims as follows:

1. (Previously Presented) A computerized gaming system, comprising:
a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a wagering game on which monetary value can be wagered; and
an audio module, the audio module operable to play an audio track, the audio track comprising a plurality of selected audio element tracks that are played at the same time to create the played audio track, wherein the selected audio element tracks comprise two or more instruments played in the same key in synchronization and are selected by the wagering game machine based on at least one of random selection and a randomly ordered list.
2. (Original) The computerized gaming system of claim 1, wherein each audio element track comprises one or more instruments not present in the other audio element tracks.
3. (Original) The computerized gaming system of claim 2, wherein at least one audio element track comprising one or more specific instruments comprises multiple phrases independently selectable for playback to create the played audio track.
4. (Original) The computerized gaming system of claim 3, wherein the multiple phrases are played back out of sequence to create the played audio track.
5. (Original) The computerized gaming system of claim 4, wherein the phrase sequence played back to create the played audio track comprises a randomly selected phrase order.
6. (Original) The computerized gaming system of claim 4, wherein the phrase sequence played back to create the played audio track is provided by an ordered list of phrases.

7. (Original) The computerized gaming system of claim 4, wherein the phrase sequence played back to create the played audio track comprises a phrase sequence selected based on priority weighting assigned to the phrases.
8. (Original) The computerized gaming system of claim 1, wherein two or more audio element tracks are randomly combined to create the played audio track.
9. (Original) The computerized gaming system of claim 1, wherein two or more audio element tracks are combined according to a predetermined list of audio element track combinations.
10. (Original) The computerized gaming system of claim 1, wherein two or more audio element tracks are selected and combined to produce the played audio track, the selection comprising evaluation of priority weighting of the various audio element tracks.
11. (Original) The computerized gaming system of claim 1, wherein the audio element tracks are played back repeatedly, and wherein the length of at least two of the audio element tracks are of different length.
12. (Original) The computerized gaming system of claim 1, wherein the played audio track further comprises a portion that is not a combination of audio element tracks.
13. (Original) The computerized gaming system of claim 1, wherein at least one of the plurality of audio element tracks is played using at least one randomized parameter, the parameters including at least one of volume, panning, reverb, equalization, compression, distortion, flange, and phase parameters.
14. (Original) The computerized gaming system of claim 3, wherein the audio element phrases are sorted into at least two subgroups.

15. (Original) The computerized gaming system of claim 14, wherein the audio elements in the phrase subgroups are grouped by compatibility with other audio element phrase groups.
16. (Previously Presented) The computerized gaming system of claim 1, wherein the audio element tracks have different sampling rates.
17. (Original) The computerized gaming system of claim 1, wherein at least one of the audio element tracks comprises music.
18. (Original) The computerized gaming system of claim 1, wherein at least one of the audio element tracks comprises sound effects.
19. (Currently Amended) A method of providing audio from a computerized gaming system, comprising:
- determining by one or more processors a key for an audio portion of a wagering game;
selecting by the one or more processors two or more audio element tracks from a plurality of audio element tracks having the key;
playing an audio track, the audio track ~~comprising a plurality of~~ including the two or more selected audio element tracks that are played at the same time by the computerized gaming system to create the played audio track, wherein the audio element tracks ~~comprise two or more instruments~~ are played in the same key in synchronization and are selected by the wagering game machine based on at least one of random selection and a randomly ordered list, and wherein the audio element tracks are deselected over time by the selection process, the computerized gaming system further operable to conduct a wagering game upon which monetary value can be wagered.
20. (Original) The method of claim 19, wherein each audio element track comprises one or more instruments not present in the other audio element tracks.

21. (Original) The method of claim 20, wherein at least one audio element track comprising one or more specific instruments comprises multiple phrases independently selectable for playback to create the played audio track.
22. (Original) The method of claim 21, wherein the multiple phrases are played back out of sequence to create the played audio track.
23. (Original) The method of claim 22, wherein the phrase sequence played back to create the played audio track comprises a randomly selected phrase order.
24. (Original) The method of claim 23, wherein the phrase sequence played back to create the played audio track is provided by an ordered list of phrases.
25. (Original) The method of claim 23, wherein the phrase sequence played back to create the played audio track comprises a phrase sequence selected based on priority weighting assigned to the phrases.
26. (Original) The method of claim 19, wherein two or more audio element tracks are randomly combined to create the played audio track.
27. (Original) The method of claim 19, wherein two or more audio element tracks are combined according to a predetermined list of audio element track combinations.
28. (Original) The method of claim 19, wherein two or more audio element tracks are selected and combined to produce the played audio track, the selection comprising evaluation of priority weighting of the various audio element tracks.
29. (Original) The method of claim 19, wherein the audio element tracks are played back repeatedly, and wherein the length of at least two of the audio element tracks are of different length.

30. (Original) The method of claim 19, wherein the played audio track further comprises a portion that is not a combination of audio element tracks.

31. (Original) The method of claim 19, wherein at least one of the plurality of audio element tracks is played using at least one randomized parameter, the parameters including at least one of volume, panning, reverb, equalization, compression, distortion, flange, and phase parameters.

32. (Original) The method of claim 22, wherein the audio element phrases are sorted into at least two subgroups.

33. (Original) The method of claim 32, wherein the audio elements in the phrase subgroups are grouped by compatibility with other audio element phrase groups.

34. (Previously Presented) The method of claim 19, wherein the audio element tracks have different sampling rates.

35. (Original) The method of claim 19, wherein at least one of the audio element tracks comprises music.

36. (Original) The method of claim 19, wherein at least one of the audio element tracks comprises sound effects.

37. (Previously Presented) A computerized gaming system, comprising:

a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a wagering game on which monetary value can be wagered; and

an audio module, the audio module comprising a plurality of audio element tracks, wherein selected audio element tracks are played at the same time to create a played audio track, wherein the selected audio element tracks comprise two or more instruments played in the same key in synchronization and are selected by the wagering game machine, and wherein the audio element tracks are selected and deselected over time based on at least one of random selection and a randomly ordered list.